

PHOBOS



NYHETSBLAD FOR ARES - kun for medlemmer

Nr. 189 — onsdag 12. mars 1997

REDAKSJONELT

Det er mye man kan ha å utsette på 1997 på værsiden så langt, men de siste par ukene har jo faktisk (så godt som) all sneen gått sin vei, og følelsen av vår er vel begynt å bre seg hos de fleste. Hvis man nå også bare fikk noen skikkelig stjerneklare netter, slik at det kunne la seg gjøre å observere komet Hale-Bopp, skulle det jo knapt være stort å klage på lenger. Selvsagt er vi klar over at det ikke er sikkert at vinteren har gitt seg ennå, men det ser ihvertfall lysere ut.

Noe lysere er det kanskje også for Ares, og ihvertfall for vårt ærede blad, som jo faktisk ikke bare har klart å holde utgivelsestakten, men også er kommet med et relativt stort sidetall i 1997. Om slike tilstander skal fortsette, er vel mest avhengig av om det lar seg gjøre å få inn mer stoff fra medlemmene våre; vi har jo slett ikke tenkt å være begrenset til stoff vi kan finne ute på Nettet til enhver tid...

Men dette er det dere, kjære medlemmer, som avgjør. Redaksjonen kan selvsagt skrive litt selv, men det er tross alt begrenset hvor mye vi rekker. Uten en viss mengde innsendt stoff blir det dessuten temmelig kjedelig å skulle fylle hvert nummer på egen hånd. Vi er mottagelige for de fleste typer stoff, bare det har et eller annet med spill å gjøre.

ARES Blindern

avholder spillpub (m/ølservering; aldersgrense 18 år)

lørdag den 15. mars, i Vilhelm Bjerknes' hus /

RF-Kjeller'n, Universitetet på Blindern, fra kl 12 til 24.

Det blir turneringer og fri spilling, både med brettspill, rollespill og kortspill, samt salg av øl og mineralvann + muligheter for varm mat.

EX CATHEDRA

Spalten til Johannes H. Berg (formann Ares Bjølsen, administrator for Arcon)

Det er altså meningen å gjennomføre en Ekstraordinær Generalforsamling for Ares/Bjølsen på onsdag 16. april. Endelig innkallelse og dagsorden vil foreligge i neste PHOBOS. Men allerede nå kan vi si litt om hvorfor det blir en slik ekstra-GF. Klubben vår har hatt sine problemer de siste par årene, og særlig siden vi nesten ble tvunget til å flytte i 1996. Mange tidligere trofaste medlemmer "falt av lasset" i denne perioden, og det er et dårligere gjennomsnittlig oppmøte enn det var før flyttesaken kom opp. PR-virksomheten vår har av ulike grunner ligget nede omtrent siden dengang, og medlemstallet for 1996 var temmelig tynt.

Alt dette **må** det gjøres noe med, ellers vil foreringen vår etterhvert ikke ha råd til å drive møtene. Det er ikke snakk om noe umiddelbart problem, men kan bli det om et år eller mindre. Styret har tenkt å komme med sine anbefalinger til medlemmene på GF'en. Det kan være snakk om å legge om styrets virksomhet, eller hvordan vi driver klubben i det hele tatt; det kan dreie seg om flytting til nye lokaler, e.l. Vi er dessuten svært åpne for forslag fra medlemmene om alle typer forbedringer/nye aktiviteter. Og om noen av dere skulle kjenne til et sentralt beliggende lokale, klart til bruk hver uke, som det helst ikke bør koste mer enn 200,- pr. gang å leie, med kjøkken

og uten krav til gulvvasking, hadde jo det vært helt topp!

Det er også flere saker det er aktuelt å ta opp, først og fremst Oslo & Akershus Spillforening (OASF). Som meldt i siste PHOBOS er denne organisasjonen nå stiftet, og de klubbene som vil være med det, må velge delegater til OASF-styret på en generalforsamling. Men som sagt kommer en komplett saksliste i neste PHOBOS. Det nummeret vil bli ferdigstilt like før påskeuken begynner, siden 2/3 av redaksjonen skal på ferie til England fra lørdag 22. Men vi håper jo å kunne bringe med oss hjem litt materiale med relevans for spillhobbyen. Kanskje blir det en reportasje fra spillbutikker i London?

Også på spillsektoren blir det nok en travel påske for mange. Kanskje du er interessert i en felles tur til *GothCon* i Göteborg, eller kanskje skal du på *The Gathering* på Hamar? Ta kontakt hvis du er interessert i felles tur/opplegg med andre spillfans fra Oslo, eller kunne tenke deg å skrive om disse evenementene etterpå. Redaksjonen er interessert i rapporter fra begge begivenhetene, og kan nok dessverre ikke dekke dem selv.

Johannes H. Berg

NETTNYTT

PHOBOS kan denne gangen trykke opp to innslag som viser litt om hvordan simuleringspill / live rollespill blir presentert for intetanende nysgjerrige på Nettet. Spesielt den semi-offisielle guiden "Introduction to Adventure Games" (redigert av Greg Stafford!) er jo interessant...

Introduction to Adventure Games

edited by Greg Stafford

What are adventure games?

Adventure games are games whose interest can expand beyond the short time spent actually playing. The game forms the basis for a hobby, like stamp collecting or tending an aquarium. Other aspects of the adventure game hobby include reading, studying history, painting, and collecting dice, figures, and related material.

Adventure games challenge the players' reasoning, creativity, and imagination. Despite the side benefits, the object of an adventure is to have FUN in a friendly social gathering. Among friends a player can defeat Napoleon, build a railroad empire, explore outer space, or defeat a dragon and never leave his own living room.

Adventure games fall into four general types: board games, roleplaying games, miniature figure games, and computer games.

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Types of Adventure Games

Adventure gaming encompasses many types of games; board games, computer games, miniatures games, and roleplaying games are all part of the hobby.

Board Games feature direct competition among the players, each player attempting to win. The goal could be to conquer a vast territory or build a grand space fleet. The conflict played out on the board could be the battle of Gettysburg, or even a race to cover a map of the United States with railroads.

Computer Games offer the player the chance to compete against the computer or against another player, the computer acting as referee and record keeper. Computer games can be simulations of historical battles or text adventures that let the player explore the unknown, solve mysteries, and more. **Miniatures Games** began in 1913 with the rules "little Wars" by H.G. Wells, the famous British science fiction writer. Miniature games feature competition and emphasize historical detail. Small scale painted miniatures and terrain are used on the game table to recreate conflicts of a specific era. The players attempt to accurately portray the armies represented and recreate the tactics of a particular period. **Roleplaying Games** are story telling games that require the players to cooperate with each other to be successful. Each player creates the identity of a character in the game. One player acts as the referee. The referee presents the story and interprets the rules. The players' characters' actions within the story determine how the game unfolds.

Play By Mail Games use the mail to communicate the players' moves to a referee who adjudicates the results of interaction, and then sends the results to the participants. These games include almost every possible real and fantasy setting.

Is there a connection between roleplaying and suicide?

No. Dr. S. Kenneth Schonberg of the Albert Einstein College of Medicine conducted an in-depth study of almost 1,000 adolescents who have attempted suicide. Not a single case was motivated or otherwise connected with any roleplaying game.

Beth Grant-DeRoos, Spokesperson for the Association of Gifted and Creative Children of California, conducted a survey among the coroners of all the major cities in the United States. Review of their psychological autopsy reports does not reveal a single case in which suicide was affected by exposure to roleplaying games.

Does D&D encourage satanism?

No. None of the D&D books advocate demon worship or black magic, and a player will certainly not learn to summon demons by playing the game. The demons in the game are the villains that Good strives to conquer. The game is based on fantasy literature and mythology, not modern day religions. A game cannot teach magic or how to summon demons any more than it can teach someone to fly an airplane.

Q & A about roleplaying games

Who plays roleplaying games?

Players are mostly male, between the ages of 14 and 40, with the bulk being in their late teens and early twenties. Over ten million people have become involved in roleplaying games since it began in 1975.

What is Dungeons and Dragons (D&D)

The Dungeons and Dragons game is a fantasy roleplaying game developed in 1972. It is a noncompetitive game in which the players work together to accomplish goals within a fantasy setting. In a typical D&D expedition, the referee leads the players through a dungeon maze where they meet and contend with monsters, enemy soldiers, and puzzles. The players' characters may be human, or fantasy figures such as elves, magicians, or clerics.

The Dungeons and Dragons game is only one of many roleplaying games available, but was the first to be published and is the most widely played.

Could you define the referee's responsibilities in more detail?

The referee, or gamemaster, is a player with a good understanding of the rules and a talent for improvisation. His job is to make the game fun for the players. He presents the story and its encounters to the players and incorporates their responses into the storyline. The referee is the final arbitrator of the game's rules.

Do role-players lose sight of reality?

No. Healthy players certainly know the difference between themselves and the characters they create. They also know the difference between a game and real life. Studies by sociologists like Gary Alan Fine of the University of Minnesota have concluded that, although the skills one may develop through gaming can be carried over into one's everyday life, the wall between fantasy and reality is impenetrable.

Do roleplaying games encourage violence?

No. Roleplaying is verbal and cooperative, and does not involve acting out violent behavior. Nothing is real because the game is played with the imagination. Violence is only one possible option, and many roleplaying scenarios have no battles at all, but instead present mysteries or puzzles for the players to solve.

Is there any connection between gaming and drug abuse?

No. Studies by G.A. Fine have indicated that there is actually less drug and alcohol activity among gamers than among the general population. It has been suggested that the reason for this may be that most gamers are individualists and therefore less vulnerable to peer pressures, and fantasy roleplaying games provide sufficient stimulation that many gamers choose them over drugs and alcohol.

Can gaming become an obsession?

Obsession should not be confused with engrossment, which is the giving of one's full attention to something. A roleplaying game is an activity that invites a good deal of preparation and study. Participants will naturally spend time on it if they enjoy it, as they would any other pastime, such as football, stamp or coin collecting, drawing, and other hobbies and pastimes.

What skills could adventure gaming strengthen In a youngster?

Gaming can strengthen a variety of skills, including general math and reading skills. Gaming can strengthen the youngsters' ability to speak and think clearly and concisely, to formulate and implement their plans, to cooperate and communicate with others, as well as increasing their capacities for assessing information--both written and verbal.

What social value does gaming tend to affect?

Because players are members of cohesive groups, gaming can help people to develop leadership skills and can promote cooperation, teamwork, friendship, and open communication.

Who should not play roleplaying games?

Anyone who has been clinically determined to have personality disorders, poor sense of self-worth, chronic depression, or a health problem that makes them susceptible to violence should probably not play, and such individuals should probably have all the activities overseen. Nonetheless some sociologists and psychologists use supervised roleplaying games as part of recovery therapy for just such disturbed individuals.

The Dungeons and Dragons game provides an especially safe way for young people to meet their needs for excitement and adventure...It's just far enough removed from reality that the violence of the game doesn't promote real-life violence, but rather provides a way of draining off aggression and hostile impulses.

--Dr. Joyce Brothers

SOURCES

Brothers, Dr. Joyce, "Games...D&D Role-Playing Game and Game Play," TSR, Inc., 1984.

Fine, G.A., *Shared Fantasy, Role-Playing Games as Social Worlds*, University of Chicago Press, 1983
Grant-DeRoos, Beth, "Fantasy Games," Association of Gifted Creative Children, 1985.

Schonberg, Dr. S. Kenneth, Albert Einstein College of Medicine, New York.

Stafford, Greg, "Games Don't Kill," Game Manufacturer's Association, 1988.

Live roleplaying

Live roleplaying - what is it actually?

Don't believe everything you read in the newspapers! We don't devote our selves to murder, violence, drugs, Satanism or grave desecration. No, live roleplaying is at first hand a game, a more advanced and sophisticated version of "Cowboys and Indians" if you want. But it's more than that. It's theatre, outdoor life, handicraft, history, fairy tales, excitement and adventure!

Live roleplaying is often described as some sort of improvised theatre where the participants is both actors and audience at the same time. The scenario is set up by the organisers of the event, they are the producers and directors of the "play". When the game is started they can do little to affect the on-going story. It's the actors/audience who improvise and bring the play to it's dramatic conclusion.

By natural reasons the simplest is to arrange historic- or fantasy-type live roleplaying events, basically everything you need is a suitable forest. But however there are other types of live-roleplays such as vampire-, mystery-, horror-, scifi-, 1920ies-type to mention some.

How is it done then?

First of all, a bunch of organisers sits down and come up with a synopsis. The synopsis is a rough draft of what will happen. It contains the main-plot, the main-characters, events that will be important for the plot, intrigues concerning the plot etc. Usually some of the organisers play key-characters in the game. In this way they have a small opportunity to control the game so it don't deviate too much from the story-line in the synopsis. The second thing is to find a suitable area for the event, buy or make props and of course invite all the other participants. A live-roleplaying event often has about 20-200 participants but events with over a 1000 has occurred. The participants often has a great liberty when they create their characters. As long as the character is not too extreme and fits fairly into the scenario it's usually no problems. Mostly the participants get some sort of folder containing general information about the event, gaming rules and relevant information about the "world" the event is set in.

At the appointed time and place all participants are gathered. The gaming-rules are explained to all, and every weapon (usually made of PVC-tubes/styrene foam/ducttape or fibreglass/styrene foam/latex) are checked for faults to minimise the risk of injuries. After this the game is started. A live-roleplaying event can last from a couple of hours up to several days. Usually they last 2-3 days over a long weekend. When the game is over the participants has hopefully managed to accomplish their characters tasks. All equipment is stowed and every one go home to face the real-life.

Why is it so popular?

A live-roleplaying event is more than a imagined game, it's a very concrete and obvious experience. Every participants is dressed in genre-appropriated costumes, every thing in the scenery can be experienced by everyone. You don't have to imagine how horrible the dark-forest is or how lovely the village-tavern is, it's just to open your eyes and experience! In the same way you don't have to imagine how a battle is, you feel all the biffs and blows in a rather realistic way when you wield your foam-rubber sword in the furious battle. Do you want to sneak around a heavily-armed guard you have to be real careful to where to place your feet's, no rolling a dice here!

Some people say that live roleplay is an "escape from the reality". That's not really true. A better term would be "an excursion into reality". Not in our reality but others which just exist in our imagination. From this alternative reality we can return with new knowledge and experiences. We all need imagination, some stimulate theirs by reading a good book or watch an exciting movie. But books and movies serve their reader/audience a prefabricated story, you just need some imagination and vivid realisation. The live-roleplay supplies the imagination with another dimension, you are no longer just a bystander, you are a part of the adventure. You participate and interact in the story and can maybe even change the ending...

But the reasons to why people do this is more than that. Some people are into live-roleplaying because it gives them a chance to practice handicrafts such as costume-making, acting, calligraphy, forging, music etc. Some take the chance to experience a past time while other satisfies their hunger for adventure and excitement or bravery and heroic deeds. For others live-roleplaying is just another way to meet friends with similar interests.

What do you need?

Live-roleplaying is a clever hobby since you easy can make everything you need yourself (such as clothing and weapons) without spending lots of money. How lavish or extensive your equipment will be is completely up to you. The basics is a simple costume that fits the character you are playing. Many organisers, societies, guilds etc. supplies descriptions of how to make simple costumes. If you then get really interested you can go on and make more costumes or a chain mail, or latex-weapons, pavilions (large tents), wooden stoups or whatever possible or impossible thing you can think of...

If you absolutely want to play a "warrior-type" character there are descriptions available on how to make a safe weapon for live-roleplaying battle. The weapon won't last for many battles but that's not the thought either. The main rule is that a weapon shall break long before the human does. In spite of this I must point out that all participation in a live roleplaying event is at your own risk and under your own responsibility!

Romerne kommer!

Er det ingenting som kan stoppe dem?

Meld dere til forsvar av frihet og fedrelandet alene eller i grupper (Vi tar gjerne imot grupper rundt ferdige konsept).

Liven er under planlegging, så moralen er: meld deg på med en gang, og du kan påvirke det endelige resultatet.



Send bud snarest til karavane-komiteen:

tlf 22 85 66 26 (Rom! man-tors fra kl 17, søn fra kl 14.)
tlf 22 69 52 95 / 96 76 15 67 (Arne Hagerup)
Post: Karavanen c/o Birger Retterstøl
Grorudvn 10A
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MOBILISERING!

Våre kilder har advart om at avdeling fiendtlige romere har trengt inn i våre fredlige skoger. De brenner og voldtar overalt hvor de går, og etterlater seg kun knuste byer og ruinerte liv! De er en fare for hele vårt rike.

DE MÅ STOPPES!

Det må handles straks. Vi må forsvare oss, eller for alltid dukke under. Det er nå det gjelder!!!

Alle våpenføre kvinner og menn må stille til forsvar. Hver bopel må straks sende bud om hvor mange stridende de er.

ROMERNE MÅ KNUSES!



ARES (BJØLSEN) *spillprogram*

februar - april 1997

- 19/3:** *The Babylon Project-demo*
 (dette er ikke så sikkert, dessverre — spillet blir visst
 ikke importert til Europa p.g.a. noe rettighetsrot!)
- 9/4:** *Invasion: Norway-demo*
 (motto: 57-årsdager er til for å feires!)
- 23/4:** *Republic of Rome-turnering*

Normalt vil de fleste turneringer, demonstrasjoner etc. begynne kl. 1800 (med forbehold for feil og forsinkelser).